CHOP SUEY

THE Kung-Fu Challenge for ATARI 400/800/600XL/800XL/130XE 48K Computers!

CHOP SUEY

SUPERB REALISTIC ANIMATION
ONE OR TWO PLAYER MODE
TRUE DYNAMIC SCORING SYSTEM
EIGHT PROGRESSIVE LEVELS OF GAME PLAY
FAST OR SLOW GAME PLAY OPTION
LARGE NUMBER OF DETAILED PLAYER POSITIONS
ANIMAL HAZARDS OF THE SCORPION VARIETY
29 COLOURS ON SCREEN

LOADING:

Cassette: Empty the cartridge slot. Advance the tape just past the leader. Switch computer on whilst holding down the **START** key. On the **XL** and **XE** models, switch computer on whilst holding down **BOTH THE START AND OPTION** keys. Press **PLAY** on your recorder, then press the **RETURN** key.

Disk: Empty the cartridge slot. Switch the disk drive on. When the busy light is off, insert the diskette. Switch computer on. On the **XL** and **XE** models, switch computer on whilst holding down the **OPTION KEY.** The program will now load automatically.

SELECT KEY: Selects the **ONE, TWO** player or Computer *vs* Computer game mode.

OPTION KEY: Selects **SLOW** or **FAST** mode of play: **SLOW** mode is fast enough for most players, but for budding Kung-Fu champions, **FAST** mode is the one to go for!!

START: The **START** key or the joystick button will start the game.

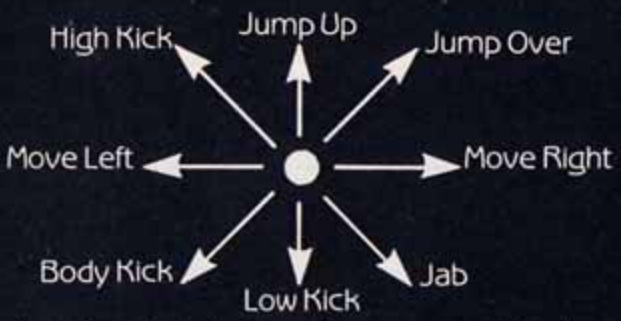
PAUSE: Any key will pause gameplay, pressing another key will re-start the game.

DIRECTION CONTROL: The joystick button is used to turn your player around and will only operate when the joystick is in the central position. (Listen for the tone!)

JOYSTICKS: CHOP SUEY is a one or two player game, using joystick ports 1 and 2.

MOVEMENT CONTROL: Every move in **CHOP SUEY** has a score and pain level associated with it. According to how well you execute the chosen move and how offensive or defensive it is, you will receive a higher or lower score, and give your opponent more or less pain. Each players pain level is shown at the bottom of the screen: The **POW!** gauge. When **POW!** starts to flash, you are in a very fragile state of health: one more punch or kick will throw you to the floor, awaiting a recovery. However, your player will not recover completely, and there will be a residual pain level that is difficult to reduce. If this residual level of pain reaches 8 units, you will be retired, and your opponent will win, but the computer controlled player, loath to admit defeat, will give you a re-match with a tougher computer opponent.

JOYSTICK POSITIONS:



AIR VENTS: At the top of each wall, air vents open occasionally, allowing huge oriental scorpions to drop to the floor and scuttle away. Avoid them at all costs, as they give potentially lethal bites ...

ONE TIP TO ENCOURAGE EXCELLENT PLAY: Rumour, and it's only a rumour, has it that the famous Kung-Fu talent scout Foo Yung, and his son, Spling Loll, are in the audience looking for bright new talent, so ... **CHOP** ... **CHOP** ...!!!

PROGRAMMERS:
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